

Year 7 Pathway G		COMPUTER SCIENCE	
Staying Safe		Sequence, selection & iteration	Physical Computing
You will be able to: Evaluate why social networking sites collect personal data. Evaluate whether social networking sites are good or bad. Analyse what can be done with the data collected from a Phishing Scam. Evaluate positive and negative reasons for the use of location aware applications. Design a set of principles for staying safe online.		You will be able to: Explain the key terms 'sequence', 'selection' and 'iteration'. Analyse real world examples to find cases of sequence, selection and iteration. Evaluate what could go wrong in examples where sequence, selection or iteration were incorrect. Create programs that demonstrate sequencing, selection and iteration using a visual programming language. Explain the difference between conditional and count-controlled iteration with real world examples.	You will be able to: Analyse potential uses from a range of physical input and output devices. Design programs that use at least 2 input devices, such as a button tap, shake or accelerometer. Design programs that use at least 2 output devices, such as vibrate or LED. Create programs that can be used on a BBC Micro:bit. Evaluate the role of wearable technology within present day society.
Python Programming		Game Making	
You will be able to: Create programs that incorporate sequences of Instructions. Describe what programming constructs may be needed to tackle a scenario. Identify and explain the use of selection and iteration within Python code. Create programs that use IF...ELIF...ELSE statements. Analyse what a piece of iterative code does.		You will be able to: Explain how their artwork and creativity attracts their target audience. Sequence instructions correctly for a complex game with three or more elements. Create a game that uses more than two controls for movement or game play. Identify most opportunities to increase efficiency by using iterative code and implement this in their work. Provide and seek critique of their game and introduce enhancements for their target audience.	

Year 7 Pathway R		COMPUTER SCIENCE	
Staying safe		Sequence, selection & iteration	Physical computing
You will be able to: Explain what personal data a social networking site holds about me. Explain the advantages and disadvantages to social net- working sites. Explain the common features of a Phishing Scam. Describe the risk of using location aware apps. Create a set of rules for staying safe online.		You will be able to: Explain the key terms ‘sequence’, ‘selection’ and ‘iteration’. Describe cases of sequence, selection and iteration within example scenarios. Describe what could go wrong in examples where sequence, selection or iteration were incorrect. Create programs that demonstrate sequencing, selection and iteration using a visual programming language. Describe the difference between conditional and count-controlled iteration with examples.	You will be able to: Explain potential uses from a range of physical input and output devices. Design programs that use at least 2 input devices, such as button tap or accelerometer. Design programs that use at least 2 output devices, such as vibrate or LED. Create programs that can be used on a BBC Micro:bit. Discuss the role of wearable technology within present day society.
Python programming		Game making	
You will be able to: Create a program that incorporates sequences of instructions. Describe why different programming constructs may be needed in scenarios. Identify the use of selection and iteration within Python code. Create programs that use IF...ELSE statements. Explain what a piece of iterative code does.		You will be able to: Describe how their artwork and creativity meets the needs of a set target audience. Sequence instructions correctly for a complex game with two or more elements. Create a game that uses more than one control for movement or game play. Identify some opportunities to increase efficiency by using iterative code and implement this in their work. Provide and seek comments on their game and create the improvements.	

Year 7 Pathway O		COMPUTER SCIENCE	
Staying safe		Sequence, selection & iteration	Physical computing
You will be able to: Explain what personal data is. Describe how social networking sites are both good and bad. Explain what to look for in a Phishing Scam. Describe how an app could use the user's location. Explain how a user can stay safe online.		You will be able to: Describe the key terms 'sequence', 'selection' and 'iteration'. Identify cases of sequence, selection and iteration within example scenarios. Describe what could go wrong in examples where sequence, selection or iteration were incorrect. Create programs that demonstrate sequencing, selection and iteration using a visual programming language. Describe the difference between conditional and count-controlled iteration with an example.	You will be able to: Describe potential uses from a range of physical input and output devices. Design programs that use at least 1 input device, such as button tap or accelerometer. Design programs that use at least 1 output devices, such as vibrate or LED. Create programs that can be used on a BBC Micro:bit. Discuss the role of wearable technology within present day society.
Python programming		Game Making	
You will be able to: Create a program that incorporates sequences of instructions. Describe what an IF statement does and how it is used within Python. Identify the use of selection constructs within Python. Create programs that use IF statements. Describe what a piece of iterative code does.		You will be able to: Describe how sourced artwork meets the needs of a set target audience. Sequence instructions correctly for a game with two or more elements. Create a game that uses keyboard presses for movement or game play. Create a game that uses some iterative code, perhaps for a timer or score counter. Provide general comments on how an idea could be developed further.	

Year 7 Pathway W			COMPUTER SCIENCE	
Staying safe		Sequence, selection & iteration		Physical computing
You will be able to: Describe what personal data is. Identify that social networking can be good or bad. Identify features of a Phishing Scam. Describe why an app might want to know where a user is located. Describe three steps to take to ensure you are safe online.		You will be able to: Describe the key terms 'sequence', 'selection' and 'iteration'. Identify cases of sequence, selection and iteration within example scenarios. Identify why sequencing of instructions is important in code. Create programs that demonstrate sequencing and selection using a visual programming language. Describe the difference between conditional and count-controlled iteration.		You will be able to: Describe potential uses from a range of physical input devices. Design programs that use at least 1 input device, such as button tap or accelerometer. Design programs that use an LED screen as an output device. Create programs that can be used on a BBC Micro:bit. Identify the use of wearable technology within present day society.
Python Programming			Game Making	
You will be able to: Create a program that incorporates simple sets of sequenced instructions. Describe what an IF statement does. Identify the use of selection constructs within Python. Create programs that use IF statements. Identify what a piece of code does.			You will be able to: Select sourced artwork for a set target audience. Sequence instructions correctly for a game with one or more elements. Create a game that uses keyboard presses for movement or game play. Create a game that uses some iterative code, perhaps for a timer or score counter. Discuss the ideas presented and identify how they could be improved.	